R:RACING EVOLUTION

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CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

R:RACING EVOLUTION

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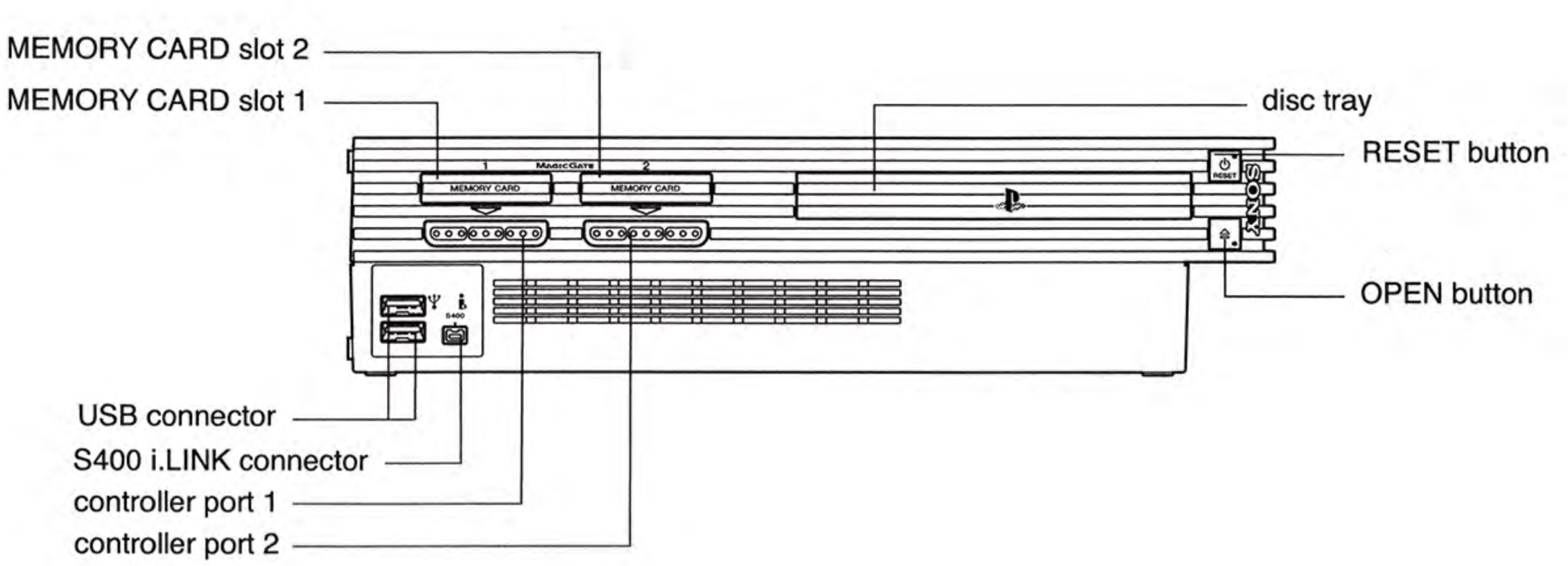
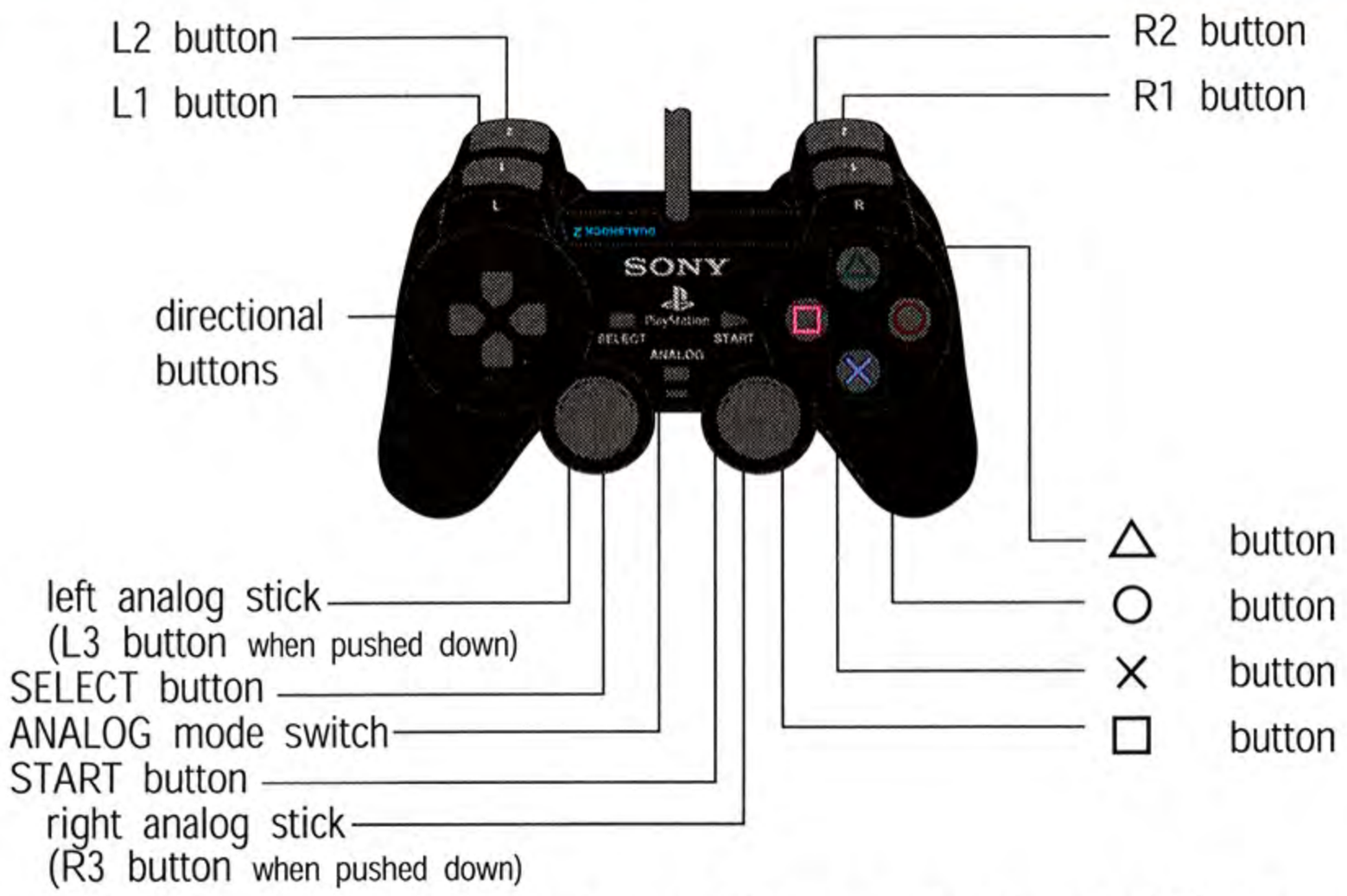


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the ***R:Racing Evolution***™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

ABOUT SAVING GAMES

To save your progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. The memory card must have at least 22 KB of free space available in order to save games. Do not press the RESET button or remove the memory card while saving a game, or your game data could be lost or corrupted.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Connect the DUALSHOCK®2 analog controller to controller port 1 before starting play. For 2 Player games, connect two controllers to controller ports 1 and 2.

- When controller vibration is ON, the DUALSHOCK® 2 analog controller will vibrate in response to game events. You can turn vibration ON/OFF in the Options Menu. See page 30.
- You can also play this game using one controller and one steering wheel.

DUALSHOCK®2 ANALOG CONTROLLER

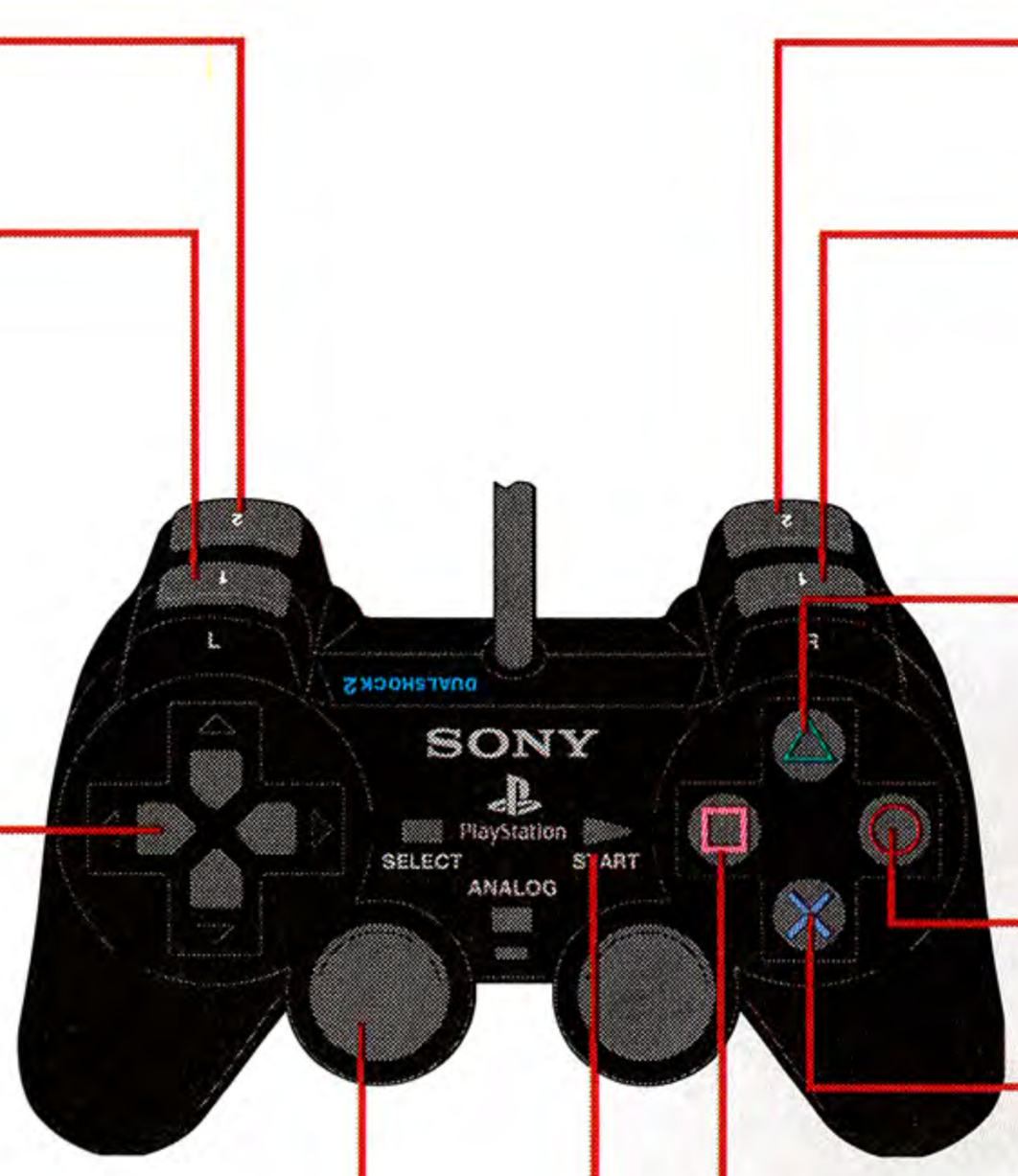
DUALSHOCK®2 ANALOG CONTROLLER

L2 button
Downshift

L1 button
Rear view

R2 button
Shift up

R1 button
Change view



directional buttons
Select menu items
Switch between Multifunction Display

left analog stick
Steer

△ button
Cancel menu selections

○ button
Hand brake

× button
Confirm menu selections
Accelerate

□ button
Brake

START button
Start game
Display Pause Menu

• You can change the default controls in the Controller Menu from the Options Menu. See pages 30-31.

G.CAVALLI
SHOEI
namco
R.Hayami

ENTER THE WORLD OF "R"

Roar to the Finish Line!

You're about to lose yourself in a teeth grinding race for track supremacy as you take on your arch rival Gina. R:Racing Evolution takes you deep into the world of racing! It's many modes of racing excitement start with Racing Life and Event Challenge. You can also play Time Attack, Arcade, and VS. In Garage, you can enjoy movies, replays, and view the cars acquired in other modes.

In Racing Life, two tough racers, Rena Hayami and Gina Cavalli, play out their fierce rivalry in a series of breathless races. Their passion for the racing life makes their time on the tracks an experience no one should miss!

Both women put their lives on the line when they put the pedal to the metal! Their fast-paced story heats up as other determined racers appear to challenge their track supremacy!

Racing Life

In R:Racing Evolution we went all out to deliver the exhilaration and tension that make up a superb racing game. You'll live through the real experiences of a top racer, driving the circuits and threading through cities at speeds of over 186 mph.

All 32 car models have been expertly recreated from data collected on real cars from all over the world. You'll feel all the real-world features, such as the heaviness of the wheel, the engine activity, and air resistance on the car's body.

We took special care to preserve each car's characteristics, down to the finest details. Body paint colors include real-life colors and some exciting new colors original to this game. So get the lead out, and get ready to race! You'll never be satisfied with "street legal" games again!

MAIN CHARACTERS

These unique characters play out the main action in Racing Life mode. Many other characters will also appear throughout the game. Find out who they are!

RENA HAYAMI

Driver for G.V.I.

Emigrating from Japan to America right out of school, Rena led a busy but lonely life as a paramedic. A fateful meeting with Stephan sent her head-over-heels into the world of racing. Ever since her striking debut, she has been known to the racing world as "Number 76."

STEPHAN GARNIER

Manager of Garnier Grandprix, Rena's team.

Once a famous but overworked engineer, Stephan suddenly disappeared from the "corporate life." Several years ago he resurfaced on the racing scene as the manager of an invincible team, running it with an organization called G.V.I.

GINA CAVALLI

Ace driver of Team Riccardi and Rena's toughest rival.

Gina is the talented driver who led the formerly low-rated Team Riccardi to the top of the racing world. Gorgeous Gina fends off numerous offers to become a supermodel. She has stated that cars are her passion and her only interest is the circuits.

EDDIE O'BRIEN

A professional engineer.

Eddie works as a rally mechanic, aspiring to fill the workboots of retired engineering legend Stephan Garnier. Though a happy-go-lucky guy with no apparent sense of planning, Eddie is a skilled engineer. His specialty is classic cars.

Title Screen

Once the game starts up, an opening movie plays. Then the Title screen appears. Press the START button on the DUALSHOCK® 2 analog controller or the ⊗ button on the GT FORCE steering wheel. The game will check the memory card (in MEMORY CARD slot 1 only) for R:Racing Evolution saved data.

- If there is a memory card, you'll go on to the Entrance screen where you can resume a saved game.
- If there is no saved data, you'll proceed to the Main Menu where you can select a game mode.

Entrance Screen

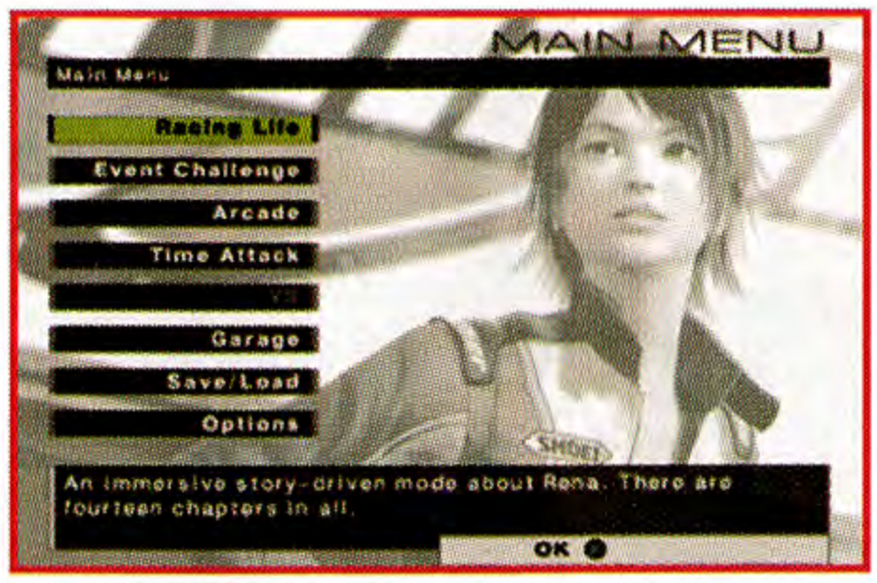
From the Entrance Screen, use the directional buttons or steering wheel to select LOAD GAME and press the confirm button. Then select a save file in the same way.
On the confirmation screen that appears, select YES and press the ⊗ button to load the file and resume the game.

Saving Game Data

You can save your game data and/or replay data to a memory card. Before saving, insert a memory card with at least 22 KB of free space into MEMORY CARD slot 1.
Use the Save/Load Menu to save your game data.
See page 29.

Main Menu

Once you select either a saved game or a new game, you proceed to the Main Menu. Here you can choose one of the eight game modes. Use the direcional button on the Controller or the directional Pad on the Steering Wheel to make your selection and press the ⊗ button.



· Racing Life	This is a story mode with 14 chapters. After selecting this mode, you can choose NEW GAME, CONTINUE, and CHAPTER MENU.
· Event Challenge	Compete in various racing events, each with a required entrance fee. You can also tune up your car at a Performance Shop or buy another car at a Car Dealer. See page 20.
· Arcade	Race against computer-controlled players. See page 24.
· Time Attack	Time your driving performance on the track. Can you beat your own best time? See page 25.
· VS	Go head-to-head with a friend for track domination! See page 26.
· Garage	Watch replay footage and movies and review the cars you have acquired. See page 28.
· Save/Load	Save and load game data from a memory card. See page 29.
· Options	Change various in-game settings. See page 30.

GAME SCREEN

1 Map	The course map. Your car is the yellow point. The lead car is the orange point among all the remaining racers.
2 Record	Fastest lap time on the course.
3 Acceleration/Break Bar	Displays accelerator/brake performance and effectiveness.
4 Subtitles	Gives advice and evaluates your performance.
5 Position	Shows your position compared to the lead car.
6 Multifunction Display	Displays various information and allows you to make real time setting adjustments. Press the directional buttons to bring up the display in the lower left corner of the screen.
7 Pressure Meter	Shows the level of psychological pressure you are applying to the car ahead of you.
8 RP	Your Reward Points, used to purchase cars and buy into events.

Multifunction Display

The Multifunction Display updates you on race conditions throughout the competition. You can also use it to do real time car setting adjustments while racing.
The information it displays depends on your car and the course you're racing on. The higher the class, the more information you'll see. You can select the information to be displayed by using the Race Screen option in the Options Menu (see pages 30-31).

Real Time Settings

In Real Time Settings you can adjust the following items. Press the directional buttons ⬆ / ⬇ to select an item, and ⬅ / ➡ to adjust that setting.

· Brake Bias	Adjust the brake balance in the front and back.
· Steering Response	Adjust the sensitivity of the steering wheel.
· Front Stabilizer	Adjust the stability of the front wheels.
· Rear Stabilizer	Adjust the stability of the rear wheels.
· Center LSD	Adjust the turning performance by limiting the front and rear drive distribution (certain cars only).

Nitro

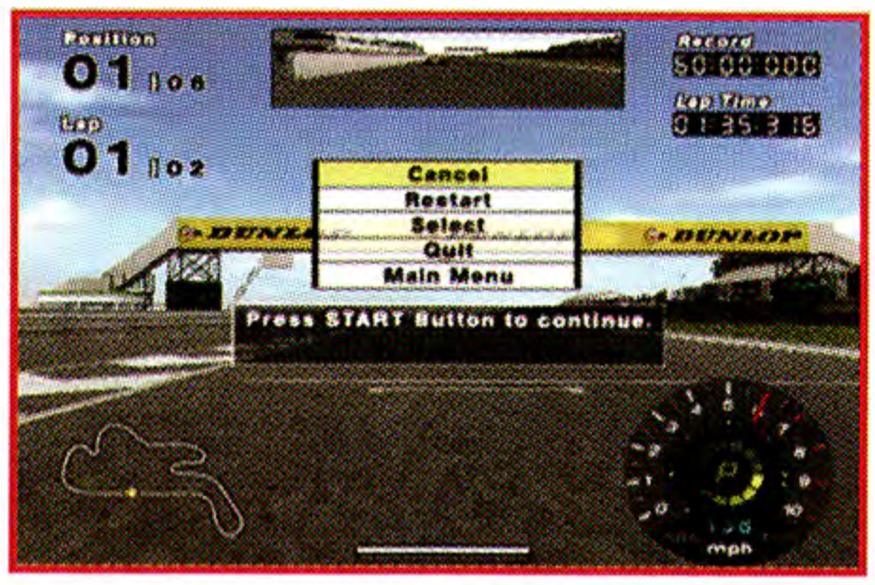
When you're driving a drag car, a Nitro button appears. When this button is lit, you can accelerate rapidly by pressing the directional button on the controller or by pressing the L button on the steering wheel.

Pressure Meter

The Pressure Meter measures the psychological pressure you are applying to the car in front of you. As you close the distance between your car and the car ahead, the Pressure Meter starts filling up. When it's completely full, it starts to flash, indicating that the car ahead could make a mistake any second now. Be ready to take the lead! If the distance between you and the car ahead opens up to a certain extent, the Pressure Meter returns to 0.

Pause Menu

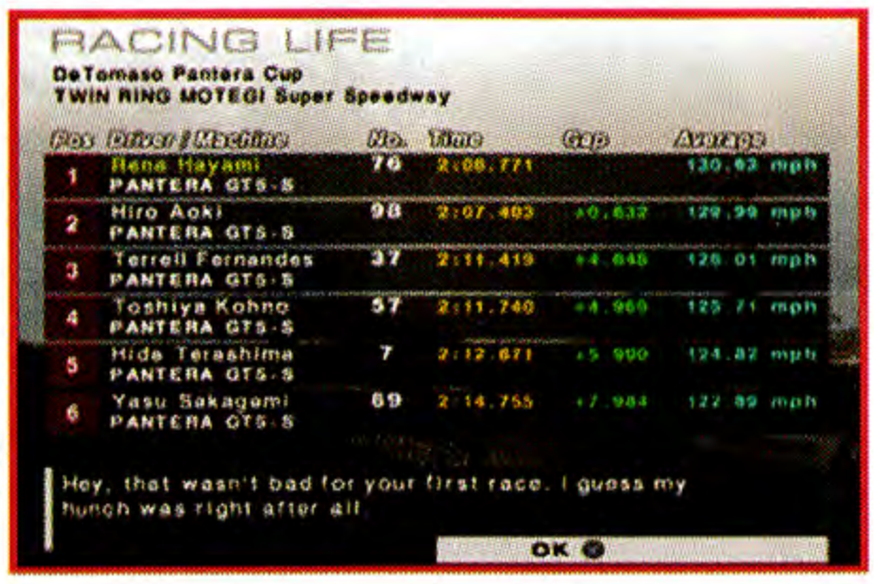
During a race, press the START button on the controller or the ⊗ button on the steering wheel to display the Pause Menu. Move the cursor to make your selections, and then press the confirm button.



· Cancel	Resume the race from the point where you paused.
· Restart	End the race and start the same race over from the beginning.
· Select	End the race and return to the Select screen for the current game mode.
· Quit	End the race and proceed to the Results screen.
· Main Menu	End the race and return to the Main Menu.

Results Screen

When a race ends, a replay is shown, and then the Results screen appears. Here you can check out your final placement and other race scores. Press the ⊗ button to go on to the next screen.



Car Acquired Screen

If you've won a car in Racing Life or Event Challenge, a Car Acquired screen will appear after the Results screen.

Results Select Screen

The Results Select screen offers the following options. Move the cursor to make your selection and then press the ⊗ button.

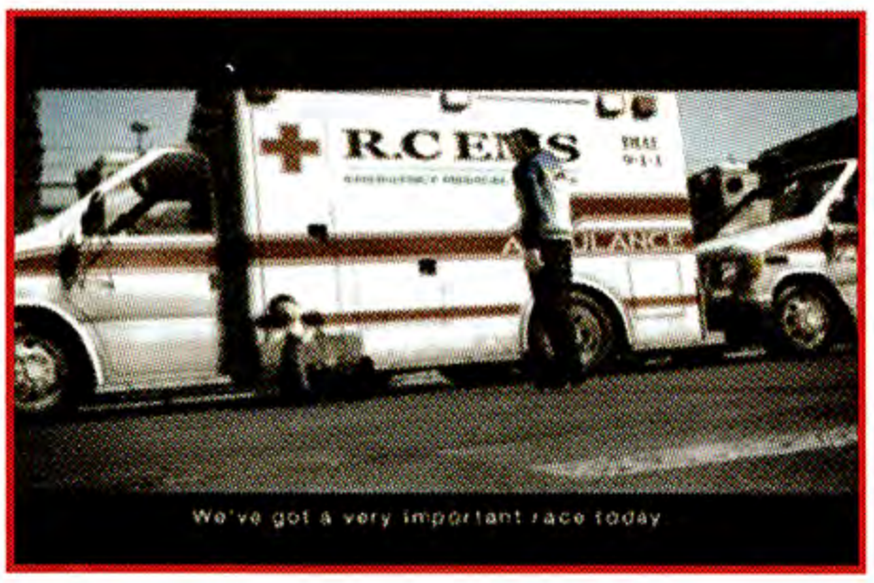
· Retry	Play the same race over again.
· Save Replay	Save your replay. (You can watch it later in the Garage. See page 28.)
· Next Race	Advance to the next race. (This option won't appear if there is no next race.)
· Select	Return to the Select screen for the current mode.
· Main Menu	Return to the Main Menu.

RACING LIFE

Racing Life is a story mode with 14 chapters. As Rena Hayami, you take on the roughest courses and face the toughest opponents, including your arch rival, Gina Cavalli.

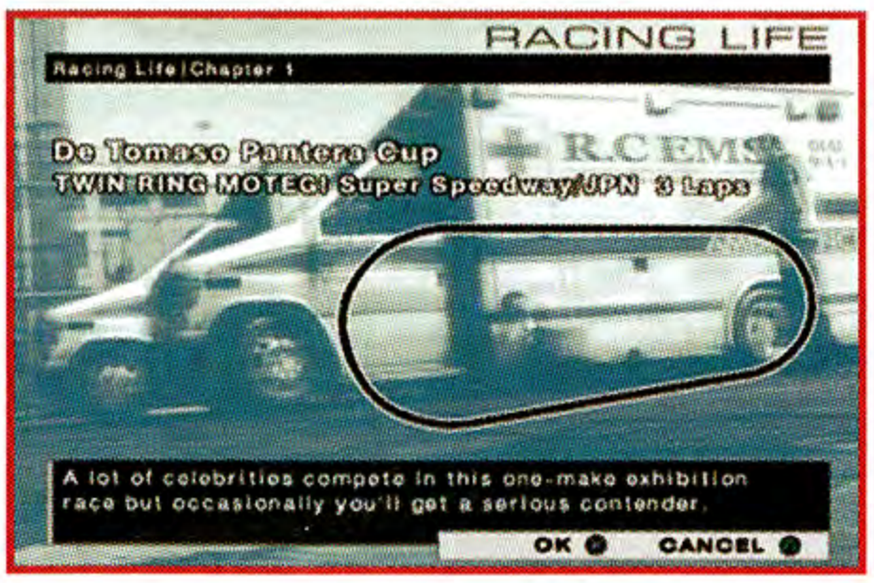
Movie

At the start of Racing Life, a movie brings you up to date on the story. You can end the movie by pressing the START button.



Race Title Screen

The Race Title screen reveals the conditions you must meet to clear the chapter. Press the ⊗ button to move on to the Select screen.



Select Screen

Here you can choose various settings for Racing Life. Move the cursor to make your selection and then press the ⊗ button.

· Cars	Choose a car model and body color. Move the cursor ↑ / ↓ to select the body color and ← / → to select a model. Press the ⊗ button to finalize your choices.
· Transmission	Choose AT (automatic) or MT (manual) for your transmission type. Move the cursor to make your selection and then press the ⊗ button.
· Difficulty	Select the race difficulty. Move the cursor to choose Easy, Normal or Hard and then press the ⊗ button.
· Brake Assist	Set the auto-brakes to kick in during cornering. Move the cursor ↑ / ↓ to choose ON or OFF and then press the ⊗ button.
· Settings	Make minute adjustments to the car. See page 18 for more details.
· Free Practice	Practice on the track without the pressure of other drivers.
· Start Race	Begin the race.
· Return to Round 1	Return to Round 1 in the current chapter.

Settings

In every mode you can make minute adjustments to your car before a race. Move the cursor ⬆ / ⬇ to select an item and ⬅ / ➡ to make the adjustments. For Confirm Settings and Default Settings, press the ✕ button.

Front/Rear Shock (Comp)

Set the compression of the shock absorber. A firm setting makes recovery more difficult when the car goes out of control, but improves turning performance and stability. A soft setting has the opposite effect.

Front/Rear Shock (Rebound)

Set the decompression of the shock absorber. The effects of this setting are the same as for Shock (Rebound).

Front/Rear Spring Rate

Adjust the spring stiffness. A firm front setting holds the car's weight from transferring forward too much, preventing the acceleration capabilities of the rear tires from decreasing when decelerating. A hard rear setting holds the car's weight from transferring backward too much, preventing the acceleration capabilities of the front tires from decreasing when accelerating.

Front/Rear Stabilizer

Controls the tilt of the car during cornering. A firm front setting improves the car's stability when decelerating while cornering or entering a corner. A firm rear setting improves the car's stability when accelerating while cornering or exiting a corner.

Front/Center/Rear LSD

The LSD is a device that transmits drive power to the tires, which can affect turning performance by limiting the drive distribution of the car. A loose front setting stabilizes the machine but makes turning more difficult. A tight center setting stabilizes the car but makes turning more difficult. A tight rear setting makes turning easier, but also makes it easier for the car to spin out.

Final Drive Ratio

Decide your car's strength: top speed or acceleration. Choosing top speed reduces your acceleration, but your top speed is increased. Choosing acceleration has the opposite effect.

ABS

Adjust tire lock during braking. The closer the setting is to MAX, the less easily the tires will lock during braking.

TCS

Control tire spin when accelerating. The closer the setting is to MAX, the less the tires will spin during acceleration.

Steering Response

Set the level of steering that is transferred to the wheels. The closer the setting is to Slow, the less the steering will be transferred. The closer the setting is to Quick, the more the steering will be transferred.

F/R Break Bias

Adjust brake effectiveness between the front and the rear. The closer the setting is to the front, the better the front brakes will work, and vice versa.

Maximum HP/Torque

Adjust the maximum output – torque: the higher the STEP is raised, the stronger the torque will be. You can also get tune-ups for maximum output – torque at the Performance Shop in Event Challenge (see page 20).

Car Weight

How heavy your car is. You can tune your car's weight at the Performance Shop in Event Challenge (see page 20).

EVENT CHALLENGE

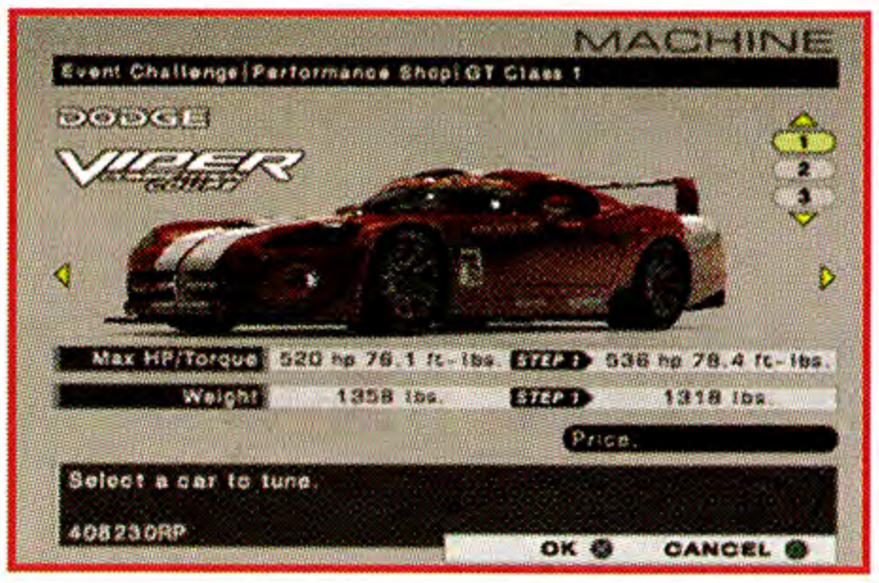
In this mode you can buy your entry into various racing events and also run races.

Event Challenge Menu

Choose from Race, Performance Shop and Car Dealer. Move the cursor to make your selection and then press the ⊗ button.

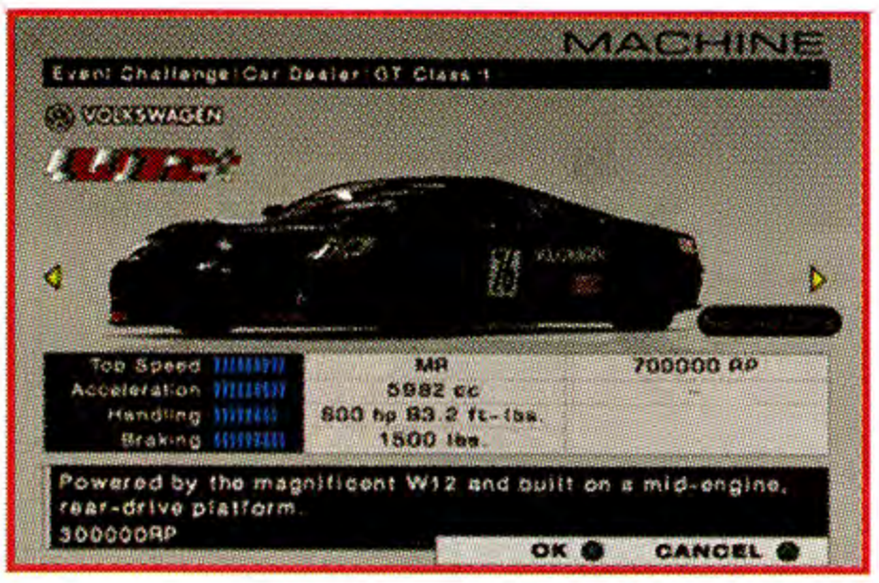
If you choose Race, you can buy into race events. If you select the race that you bought into, you proceed to the Select screen (see page 22). If you press the START button on the Select screen in a race event, you can check what cars are eligible for the race.

Performance Shop



Here, you can spend RP (Reward Points) and tune up your maximum output – torque and car weight. Move the cursor to select the car class to tune up and press the ⊗ button. Next, move the cursor ⬅ / ➡ to choose a car, and ⬆ / ⬇ to choose a color, and then press the ⊗ button again.

Car Dealer



Use your RP to purchase even better cars. Move the cursor to select the car class you want, and press the ⊗ button. Then move the cursor ⬅ / ➡ to choose a car, and press the confirm button again.

Single Race

Run one race only. With its many accessible events, this mode is a good introduction to the races. Some races limit your choices on such things as type of drive system and nationality of the car.

Time Trial

Race alone from start to finish, attempting to set record times. Choose from numerous courses, such as tracks that allow you to race certain segments of courses or drive through specially-laid-out circuits with obstacles.

One-Make Race

These races are limited to single car models. In this event, differences in car quality are less significant and the results depend purely upon driving technique.

Tour Race

Race on multiple courses, competing for the highest total score. Driving at a steady speed in each race is the key to victory.

VS Rival

Enter a one-on-one duel with a rival racer. Your opponents are veteran masters, so challenge them only after tuning up your car and polishing your technique.

Tournament

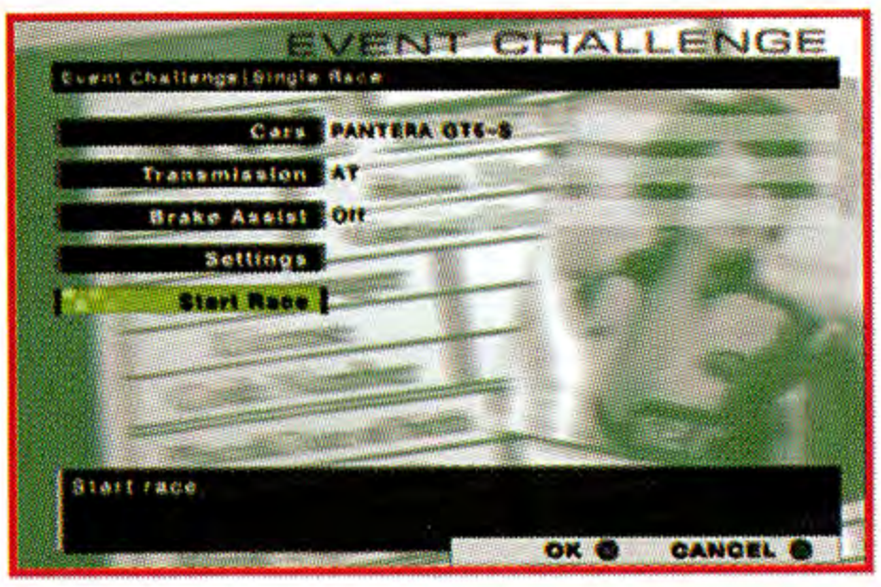
This tournament-style event ends when you lose a race. With each win, car speeds increase!

Extra

This slightly different racing event doesn't fit into any of the other categories. Find out what it's all about!

Select Screen

Here you can choose various settings for Event Challenge. Move the cursor to make your selections, and then press the ⊗ button.



· Cars	Move the cursor to select the category and car class, and then press the confirm button. Then move the cursor ⬆ / ⬇ to select a body color and ⬅ / ➡ to select a model, and press the ⊗ button again.
· Transmission	Choose AT (automatic) or MT (manual) for your transmission type. Move the cursor to make your selection and then press the ⊗ button.
· Brake Assist	Set the auto-brakes to kick in during cornering. Move the cursor ⬆ / ⬇ to choose ON or OFF and then press the ⊗ button.
· Settings	Make minute adjustments to the car. See page 18 for more details.
· Start Race	Begin the race.

About Ranking

Event Challenge has three set levels of clearing ranks for each race: GOLD, SILVER, and BRONZE. You win RP, cars, and/or medals according to the clearing rank you attain.

WINNER'S ADVANTAGE

Use RP Effectively!

RP (short for Reward Points) is like money in this game. You get RP by winning a clearing rank or maneuvering your car skillfully in Racing Life, Event Challenge, and VS modes. You spend RP to purchase cars and get tune-ups. You can also use it to buy into racing events in Event Challenge.

Use the Ghost Car to Surpass Yourself

The ghost car recreates your best lap and is displayed in Time Attack. By racing the ghost car you can improve your driving skills. Win against it and see yourself progress!

Watch Out for Shortcut Penalties

In Time Attack and Event Challenge Time Trial, you will be penalized if you take shortcuts. This could cause you to fail challenges or have your time disqualified. So, don't take shortcuts in timed races!

ARCADE

Run a single race on the course of your choice against computer players. This mode is best when you want to become familiar with playing the game.

Select Screen

Here you can choose various settings for Arcade mode. Move the cursor to make your selection, and then press the ⊗ button.

· Courses	Choose a course to race. Move the cursor to make your selection, and then press the ⊗ button.
· Number of Laps	Choose the number of laps: 2, 5, or 10. Move the cursor to make your selection, and then press the ⊗ button.
· Cars	Move the cursor to select the category and car class, and press the confirm button. Then move the cursor ↑ / ↓ to select a body color and ← / → to select a model, and press the ⊗ button again.
· Transmission	Choose AT (automatic) or MT (manual) for your transmission type. Move the cursor to make your selection and then press the ⊗ button.
· Rival Class	Choose the car class the computer will play. Move the cursor to make your selection, and press the ⊗ button.
· Brake Assist	Set the auto-brakes to kick in during cornering. Move the cursor ↑ / ↓ to choose ON or OFF and then press the ⊗ button.
· Settings	Make minute adjustments to the car. See page 18 for more details.
· Start Race	Begin the race.

TIME ATTACK

Drive on a course without any competition. Your goal is timing your performance from start to finish. Since all courses are available to choose from, this is an ideal practice mode.

Select Screen

Here you can choose various settings for Time Attack mode. Move the cursor to make your selection, and then press the ⊗ button.

· Courses	Choose a course to race. Move the cursor to make your selection, and then press the ⊗ button.
· Cars	Move the cursor to select the category and car class, and press the confirm button. Then move the cursor ↑ / ↓ to select a body color and ← / → to select a model, and press the ⊗ button again.
· Transmission	Choose AT (automatic) or MT (manual) for your transmission type. Move the cursor to make your selection and then press the ⊗ button.
· Brake Assist	Set the auto-brakes to kick in during cornering. Move the cursor ↑ / ↓ to choose ON or OFF and then press the ⊗ button.
· Settings	Make minute adjustments to the car. See page 18 for more details.
· Start Race	Begin the race.

Note: In Time Attack, the ghost car of your first lap is displayed starting with the second lap. If you earned a shortcut penalty in your first lap, the ghost will not be displayed.

Challenge a friend in head-to-head racing. You can run either a normal race to reach the goal first, or a point battle to win as much RP as possible.

VS Menu

Here you can adjust all the settings for VS. Move the cursor to make your selection, and then press the ⊗ button.

Courses

Choose the courses you will race. For single races, you run one race only. For a race series, you race on multiple courses. Move the cursor to make your selection, and then press the ⊗ button.

Number of Laps

Choose the number of laps: 2, 5, or 10. Move the cursor to make your selection, and then press the ⊗ button.

Battle

Choose your battle type: NORMAL or POINTS. In Normal, you race to be first to the goal. In Points, you compete to get the most RP. Move the cursor to make your selection, and then press the ⊗ button

Go to 1P Select

Proceed to 1P's Select screen.

Select Screen

Here you can choose various settings for VS mode. Move the cursor to make your selection, and then press the ⊗ button. First make 1P selections, then make 2P selections in the same way.

- Cars

  Move the cursor to select the category and car class, and press the confirm button. Then move the cursor ↑ / ↓ to select a body color and ← / → to select a model, and press the ⊗ button again.

- Transmission

  Choose AT (automatic) or MT (manual) for your transmission type. Move the cursor to make your selection and then press the ⊗ button.

- Brake Assist

  Set the auto-brakes to kick in during cornering. Move the cursor ↑ / ↓ to choose ON or OFF and then press the ⊗ button.

- Settings

  Make minute adjustments to the car. See page 18 for more details.

- Handicap

  Set the handicap to OFF (no handicap) or choose from levels 1-3. The higher the number, the greater the handicap.

- Go to 2P Select

  Proceed to 2P's Select screen. This option only appears on 1P's Select screen.

- Start Race

  Begin the race.

GARAGE

Browse through the cars you've acquired, replay movies you've already seen once, and enjoy race replays that you've saved to a memory card.

Select Screen

Choose Replay Theater, Movie Theater or Car Collection. Move the cursor to make your selection, and then press the ⊗ button.

Note: When you select Replay Theater, the saved replays are loaded automatically. Make sure a Memory Card containing saved R:Racing Evolution replays is inserted in MEMORY CARD slot 1 before choosing this option.

Car Collection

Look at the cars you have acquired in Racing Life and Event Challenge modes. Move the cursor to select the car class and press the confirm button. Then select a specific car and press the ⊗ button again.

Replay Theater

Enjoy your saved replays. Move the cursor ⬆ / ⬇ to select the replay data and ⬅ / ➡ to select a BGM track, and then press the ⊗ button.

Movie Theater

Take another look at the demo races (replays) and movies you've already seen in Racing Life. Move the cursor to select a movie or demo race and press the confirm button. If you choose a demo race, move the cursor ⬅/➡ to select a BGM track and press the ⊗ button.

SAVE/LOAD

Save and load game data.

- You must have a memory card containing at least 22 KB of free space inserted in MEMORY CARD slot 1 in order to save.

- Do not remove the memory card or reset the game while saving or loading. Doing so may damage your save data.

Saving Games

You can have up to three Save Files on one memory card. Move the cursor to select the Save File you want to use and press the ⊗ button.

Note: If you overwrite a previously saved file, the original Save File will be erased and gone for good.
Be careful!

Loading Games

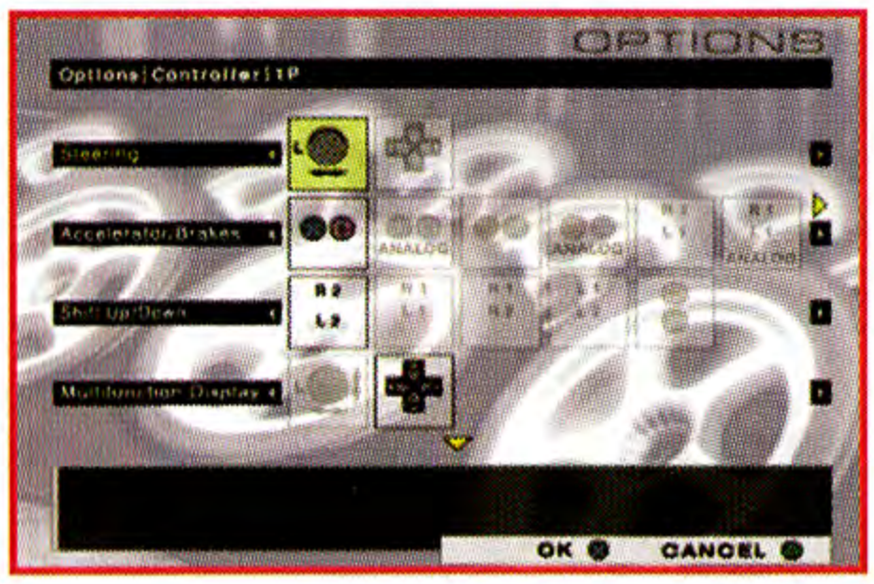
Load previously saved game data. Move the cursor to select a Save File to load and press the ⊗ button.

OPTIONS

Modify your in-game settings. Move the cursor to make your selection and then press the ⊗ button. Select EXIT to go back to the Main Menu.

Controller

Change the button configuration of your controller. Move the cursor ↑ / ↓ to select a feature, and ← / → to change the setting. After selecting Accept these settings or Default Settings press the ⊗ button to finalize your choice.



Sound

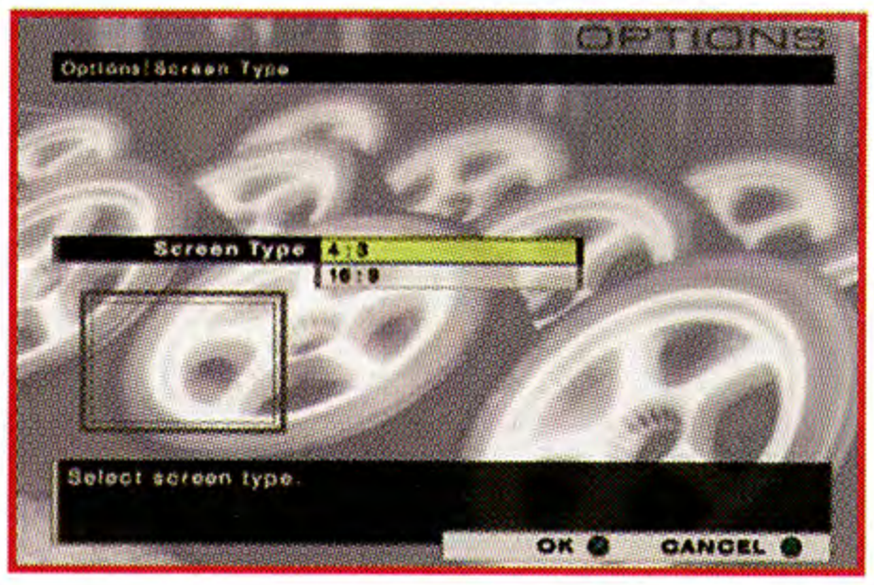
Change the game's sound settings by moving the cursor to set the volume for BGM (music), SE, and RADIO (radio voice). The higher the gauge, the louder the volume will be. Move the cursor to select your sound output: MONO, STEREO or SURROUND. After selecting *Accept these settings* or *Default setting*, press the ⊗ button to finalize your choice.

Race Screen

Select the information that will be displayed during race. Move the cursor to each item and press the ⊗ button to check off the items you want to display.

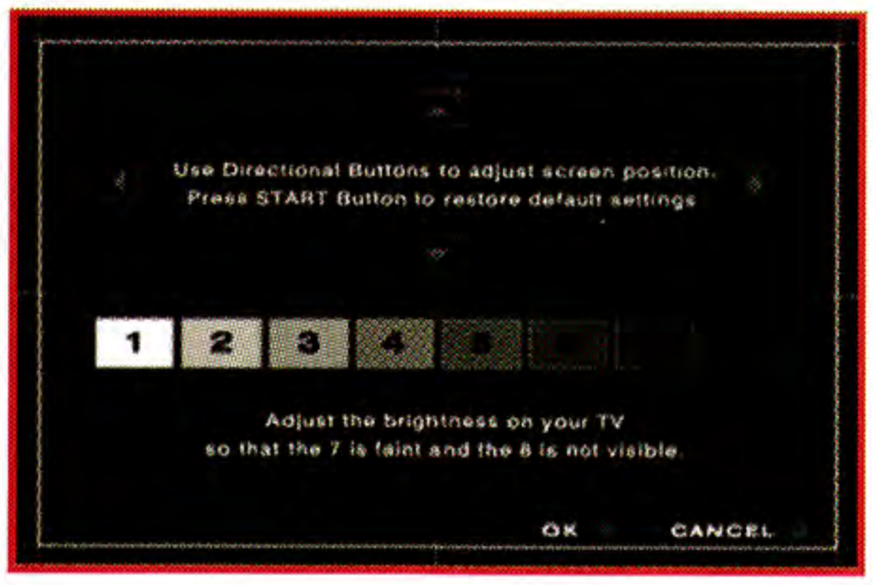
Screen Type

Adjust the game screen aspect ratio to 4:3 or 16:9. Move the cursor to make your selection and press the ⊗ button.



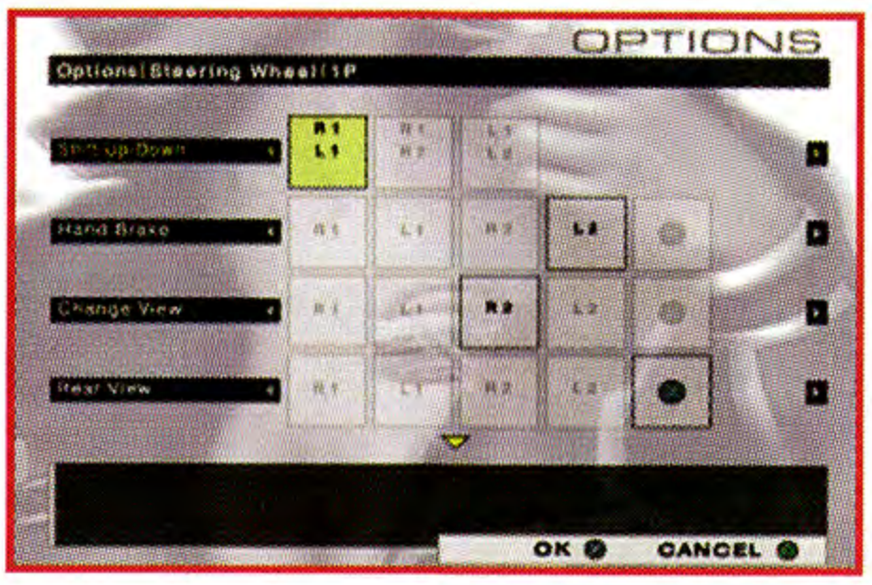
Screen Adjustments

Adjust the game screen's location and brightness. Move the cursor to adjust the screen location and press the ⊗ button. Use your TV's brightness function to adjust the brightness. Pressing the START button to restore the default settings.



Steering Wheel

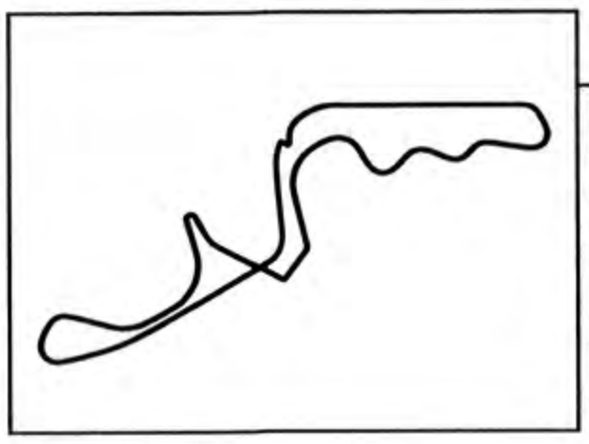
Change the button configuration of the Logitech® GT FORCE steering controller. Use the Directional Pad on the steering wheel to select features. After selecting DONE or RETURN TO DEFAULT, press the ⊗ button to finalize your choice.



SUZUKA CIRCUIT

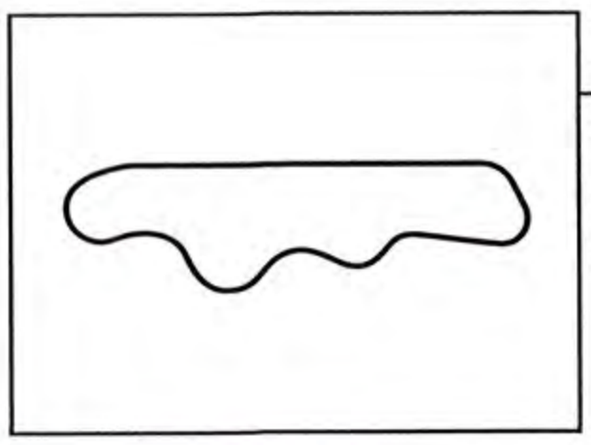
Total Length
Full Course: 3.609 miles

Total Length
East Course: 1.707 miles



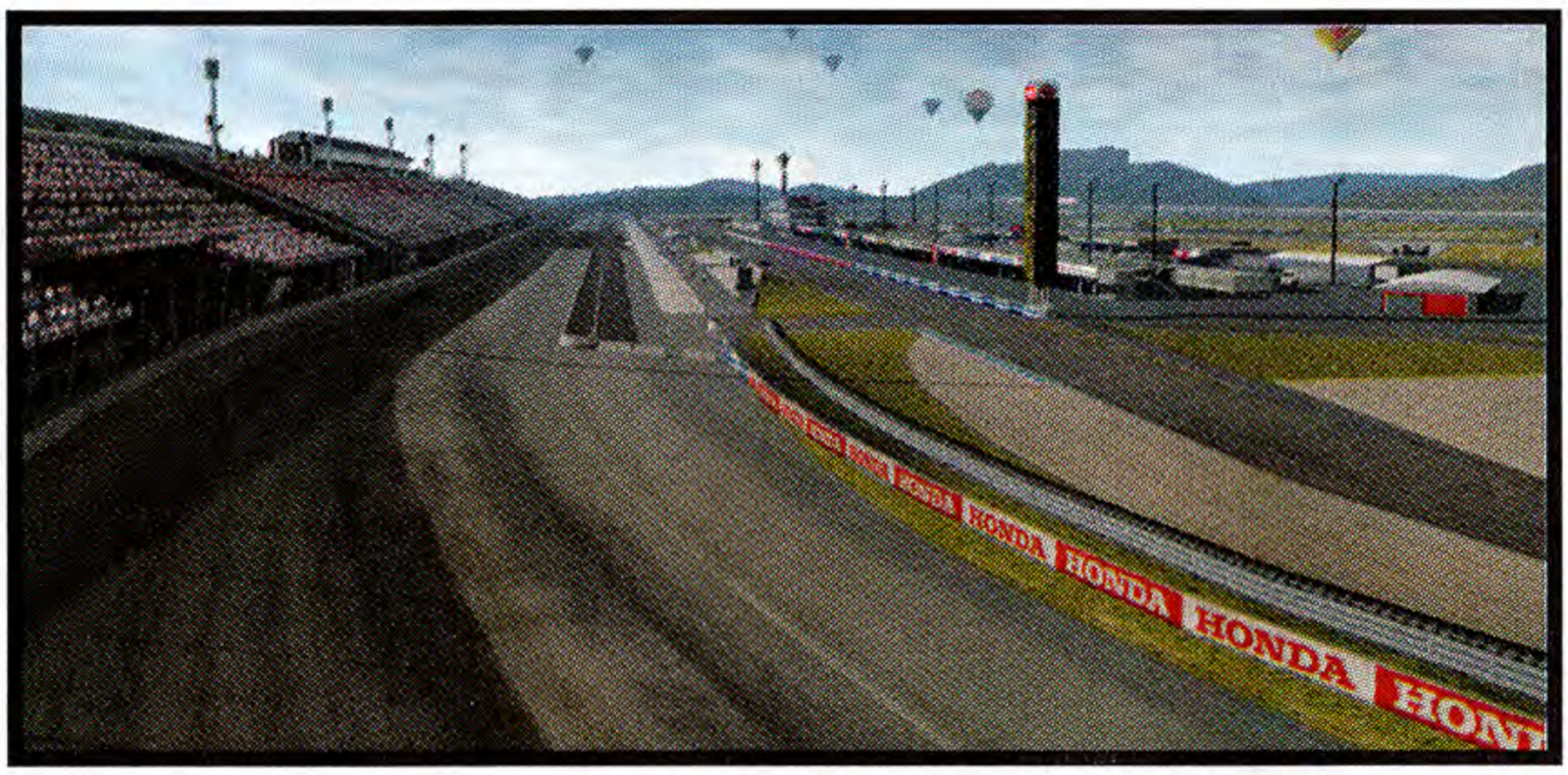
Full Course

This is Japan's most famous international circuit where 2-wheel and 4-wheel world championships are held. Ever since it was built in 1962, it has hosted various races every year. The diverse types of corners located at well-balanced intervals form a technical layout held in high esteem the world over.



East Course

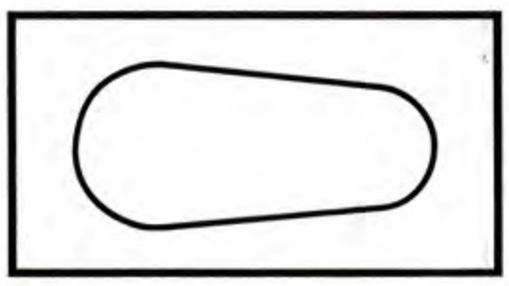
This is a short course that uses only the first half of the full course. From the Dunlop Corner, take the East Shortcut to the last curve.



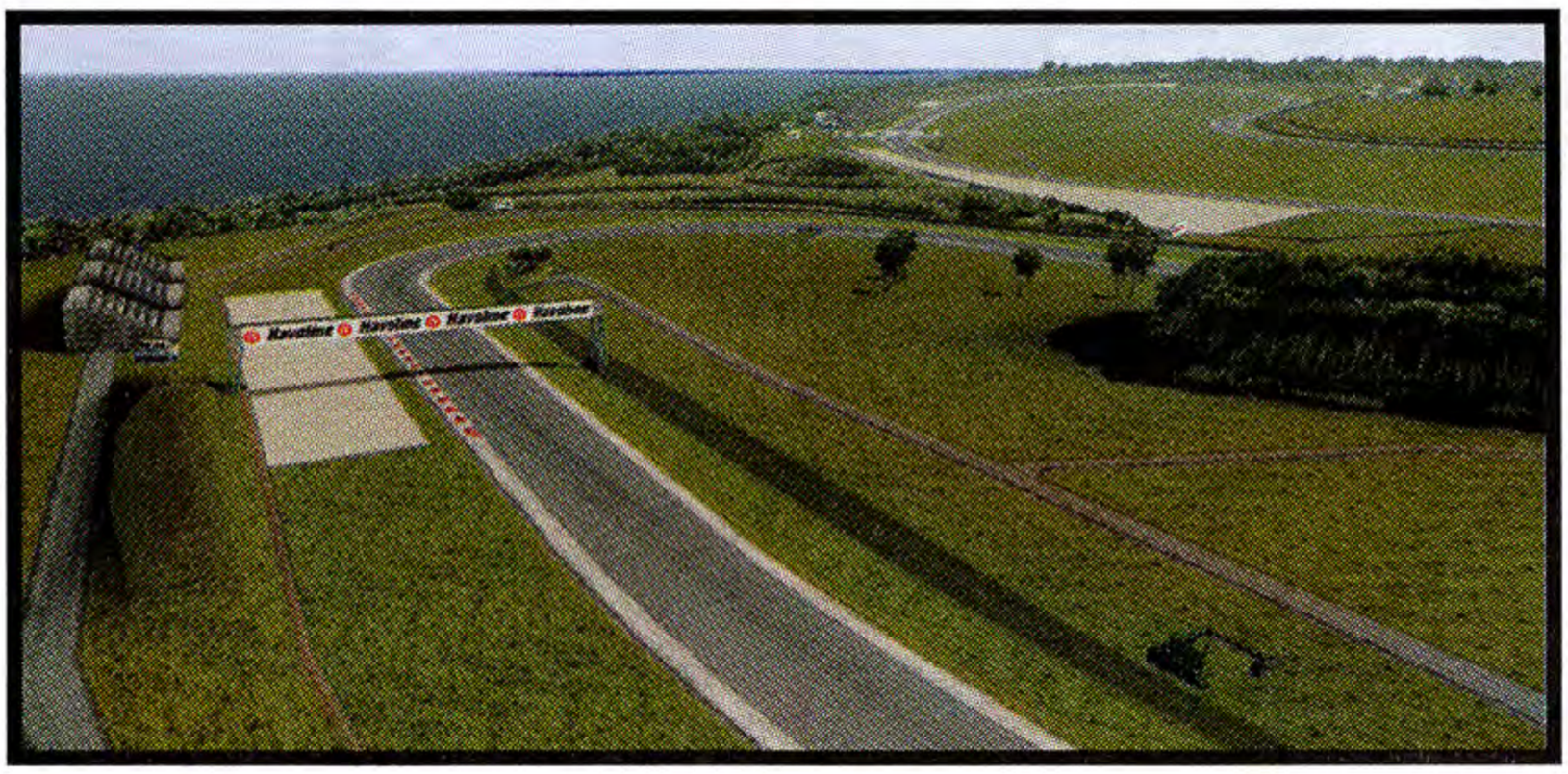
TWIN RING MOTEGI

Super Speedway

Total Length
1.500 miles

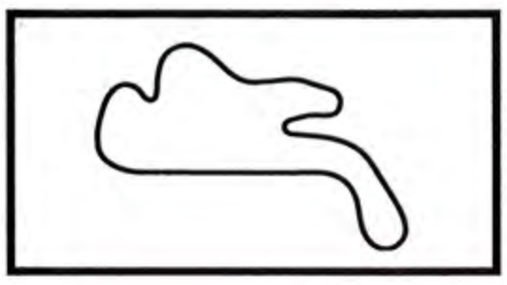


This track was built in 1997 as the first Japanese circuit to juxtapose the European style road course and the American style oval course. The oval course, known as the Super Speedway, hosts American open-wheel races.

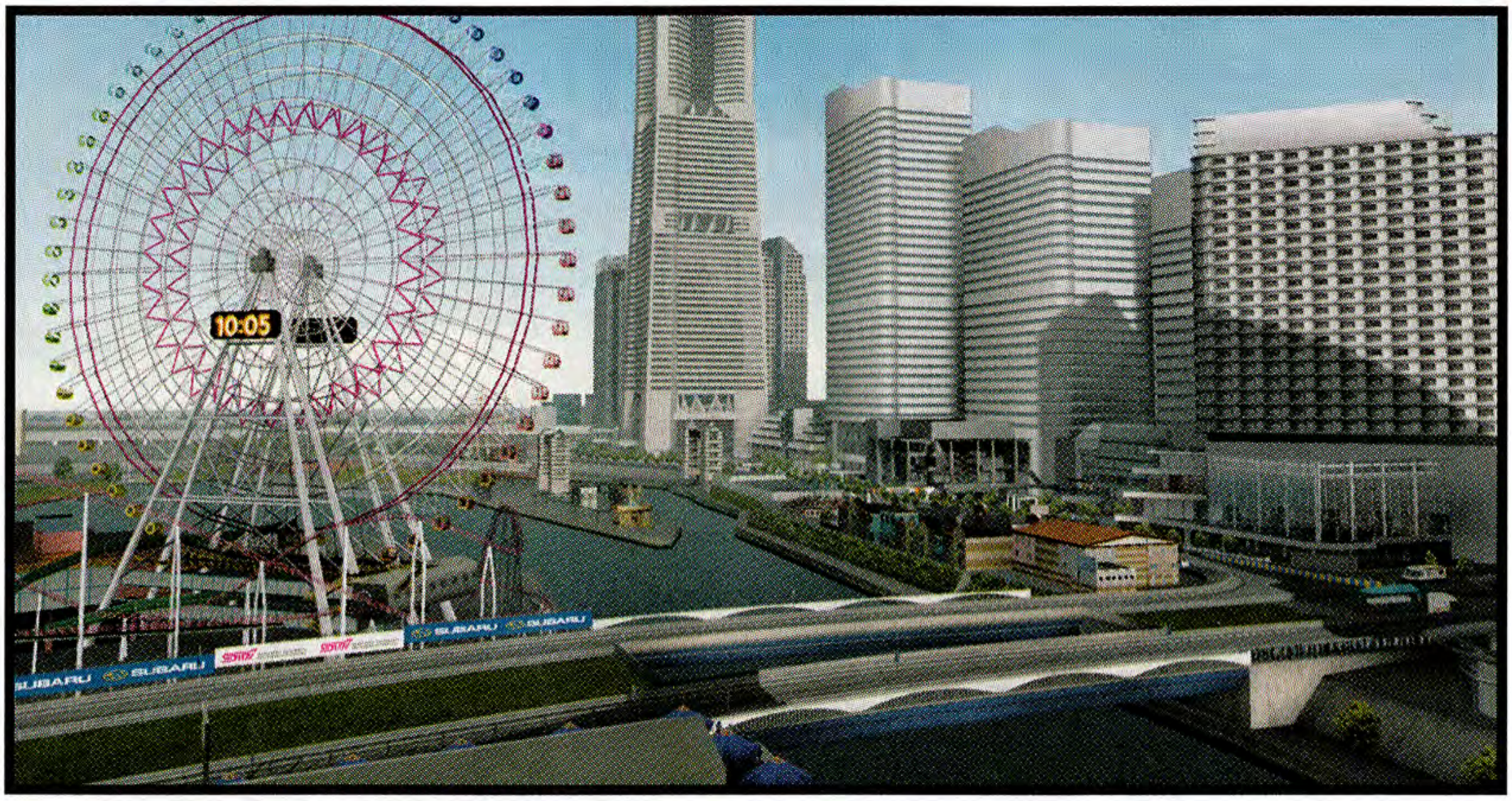


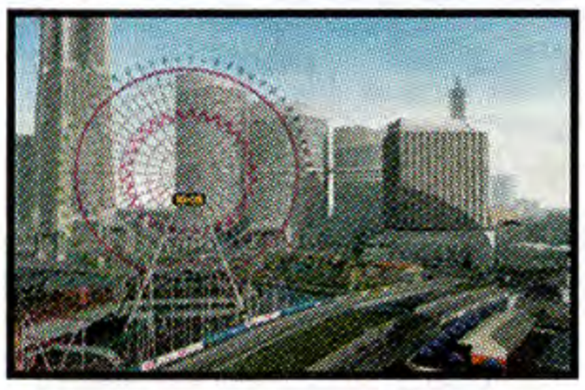
PHILLIP ISLAND GP CIRCUIT

Total Length
2.764 miles



This circuit was built on Phillip Island, south of Melbourne, Australia. On this unique circuit, racers can enjoy ocean view from the course. It hosts V8 Supercar races among others. The layout is built around a series of high-speed corners, but the two low-speed corners are the catch. Timing the braking well is the biggest challenge of this course.



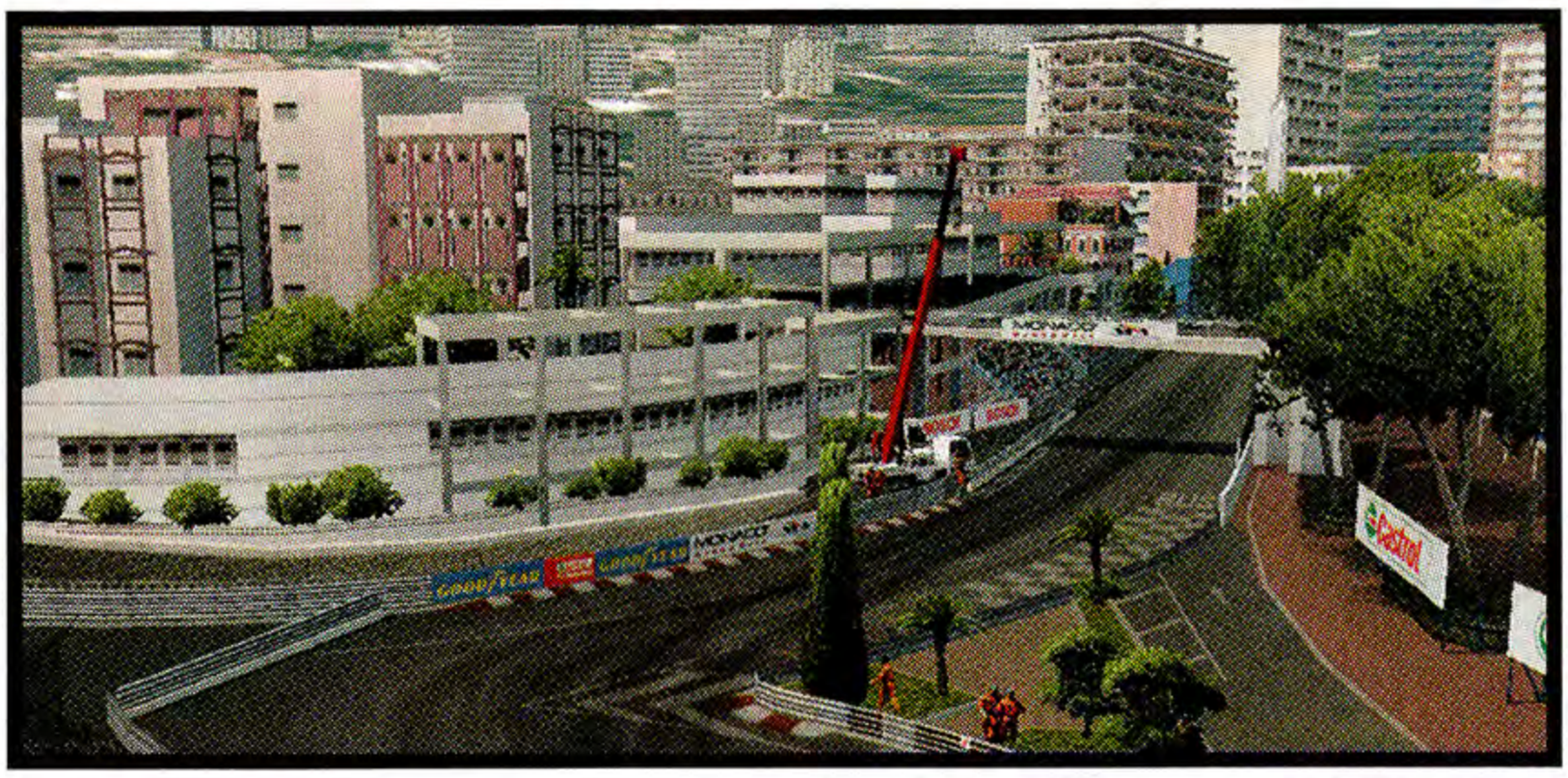


YOKOHAMA

Street Circuit

Total Length
2.888 miles

This circuit is set in the urban area of Yokohama's Minato Mirai. Modern skyscrapers and a giant ferris wheel are its defining characteristics. The layout is built around 90-degree corners and straight-aways. This means the long open stretches and differences in engine power tend to decide the race results.
A special section is divided by a median where you can drive on either side. Here the competition really heats up!



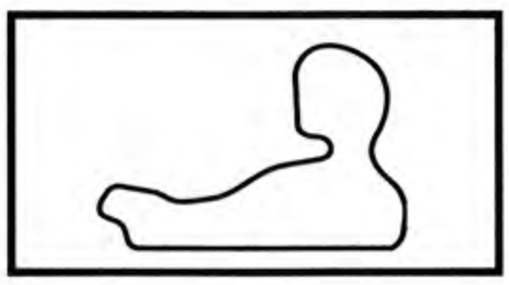
CIRCUIT DE MONACO

Total Length
2.094 miles

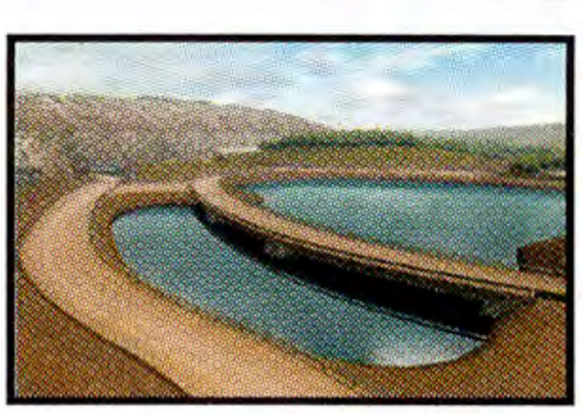
The most famous urban course in the world is a mythical place where legendary drivers have run many a famous race. It is a super low-speed urban circuit surrounded by guardrails. The narrow roads provide very few opportunities to pass your opponents. Making snap judgment calls is the key to victory.

GREEN FIELD

Total Length
1.289 miles

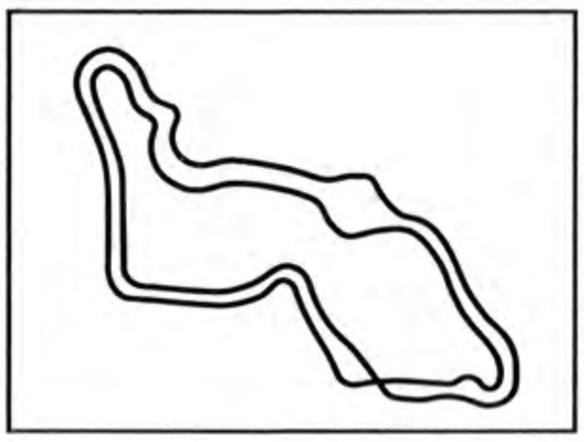


This mini-circuit has a classical layout built around complex corners. It is nicknamed "The Driver" because it looks like the silhouette of someone driving. It is a relatively technical layout. In the final stages, choosing the correct lane is especially challenging.



RALLY ARENA SS

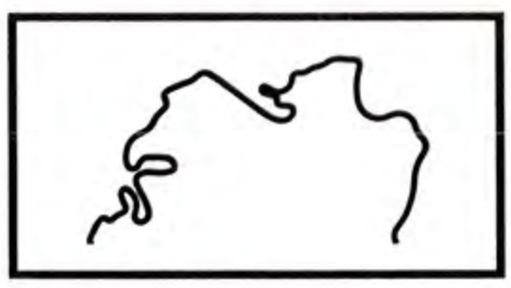
Total Length
3.246 miles



A rally course exclusively for twin trials. There is a point where it intersects itself with an overpass and after half a lap, you will pass your opponent's starting point, then return to your own starting point another half a lap later. Fundamentally speaking, you compete on how fast you return to your own starting point, but unlike normal rally courses, your rival is driving in the adjacent lane, which makes a subtle psychological impact.

WATERBRIDGE

Total Length
3.078 miles



On this tarmac rally course, the road surface is one of its challenging features. It includes areas paved in stone or that have sandy residue over asphalt. You can see the large ruins of an aqueduct while traveling the course. The road is narrow, so be particularly careful when passing through the town.

WINDMILL HILL

Total Length
3.093 miles

The roads are relatively wide on this gravel road rally course. It offers lots of easy curves, so the average speed is fairly high. You will lose time if you fall off the cliff, so some caution is required on sections without walls. Be sure to enjoy the view of the hilltop windmill.

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NOTES

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NOTES

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